

## ***Recalling and playing cues***

AE-02-1189

## Recalling a cue

Cues can be recalled for playback or display in a variety of ways.

## The Cue Directory

The Cue Directory lists all cues in the current project or all projects. Cue names appear in the middle of the panel. As you make new cues, their names are listed here. You can recall or play cues from the Cue Directory.

The switches at the top of the panel control panel display and function.

Switch	Options
Sort by	Displays cues by Name, Sequence Time or Sync Time
Format	Panel displays 3, 5 or 8 columns or one cue name per line
Function	Sets cue playback mode to Recall and Play, Play Only, Recall Only or Poly Transfer
Poly/Mono	Plays back cues one at a time or simultaneously
Display	Displays cues from the Current Project or All Projects

- If the Function switch is set to a recall mode, click the cue name to recall the cue.

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## ***Recalling a cue (con't)***



*Scroll arrows*

## ***The Cue Editor panel***

The Cue Editor panel displays the name of the current cue and the current project at the top of the panel.

- Select a cue by clicking the scroll arrows to the left of the cue name to move up and down an alphabetic listing of cue names.

A representation of the selected cue is placed on the shuttle bar in the center of the panel for editing. At the upper right of the panel, the track(s) on which the cue was recorded lights.

## ***RECALL—Recalling a cue***

You can recall a cue from any project using the recall button at the bottom of the Cue Editor.

1. At the top right of the Cue Directory panel, toggle the Display selection to **Curr Proj** if you want to recall a cue from the current project or **All Proj** if you want to recall a cue from another project.
2. Click the **RECALL** button in the Cue Editor panel.
3. Type the name of the cue you want to recall into the dialog and press Return.\*

If the cue is recalled from a project with a different sampling rate, the cue plays at the sampling rate of the current project. Its cue times appear as disk time instead of project time.

\* You need only type the first few letters of the cue name that distinguish it from any other cue.



## Displaying a cue



*Current play marker*



## The shuttle bar

The Cue Editor shuttle bar is used to display one or more cues for playback and editing. When you recall a cue, it always appears on the shuttle bar.

- Click and light the **SHOW CUES** button at the top right of the panel to display all cue names.

The **IN** and **OUT** icons on the bar represent the beginning and end of the cue. The small vertical bar on the shuttle bar is the current play marker which moves as you play the cue.

You can also display all cues in a project.

- Click twice quickly on the **CLEAR EDITS** button below the scrub bar to bring the entire selected project track to the shuttle bar.

**IN** and **OUT** points are placed at either end of the project.

- Click the **PROJ** button to the left of the scan bar to display all cues on a selected project track.

All cues on the project track are displayed. **IN** and **OUT** points define the current cue.



## Displaying a cue (con't)

0.5	2.0	5.0
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*Scrub bar dimensions*

## The scan and scrub bars

The **scan bar** is located directly below the shuttle bar. It represents the signal on the shuttle bar. The **anchor box** inside the bar is used to play the cue and locate edit points.

- When you drag the anchor box to a new location, the cue plays from the anchor box location as you drag.
- When you click in the scan bar, the anchor box moves to the click location and the cue plays from that point.

The **scrub bar** is located directly below the scan bar. It represents only 0.5, 2.0 or 5.0 seconds of the shuttle bar, centered on the anchor box location in the scan bar, and is used for finer playback and location of edit points than the scan bar. You use the buttons to the left of the bar to choose the number of seconds displayed. The anchor box inside the bar is used to play the cue and locate edit points.

- When you drag the anchor box to a new location, the cue plays forward or backward as you drag, as if you were scrubbing across tape.
- When you click in the scrub bar, the scrub anchor box moves to the click location but the cue does not play.



## *Looking at the shuttle bar*

A quick way to look at a smaller or larger area of the shuttle bar is to use the ZOOM IN and ZOOM OUT buttons to the left of the shuttle bar.

- Click the ZOOM IN button to display a more detailed area of the cue.

With each click of the ZOOM IN button, you are displaying a smaller area of the cue.

- Click the ZOOM OUT button to display a larger area of the cue.

With each click of the ZOOM OUT button, you display the cue in a larger context.

- If you want to center the cue on the shuttle bar, click the CUE button below the ZOOM IN button.

When you zoom in or out, the scale of the shuttle bar and scan bar change. This is most apparent when the scan bar wave is displayed. The scale of the scrub bar does not change; it is always looking at the preset number of seconds which you have selected.

You can freeze the shuttle bar location and recall a different cue (or the entire project) to the shuttle bar.

- Click the HOLD button below the ZOOM OUT button.

ZOOM  
IN

ZOOM  
OUT

CUE

HOLD

## ***Displaying a cue (con't)***



## ***Magnifying the shuttle bar***

Another way to get a closer look at a specific portion of a cue is to use the magnifying glasses on either end of the shuttle bar next to the scissors. The magnifiers can be used to precisely select the area of the cue you want to look at.

1. Drag the left magnifying glass onto the shuttle bar.
2. When you reach the point at which you want to start displaying the cue, release the button.

The left end of the shuttle bar now starts at the point where you released the magnifying glass.

3. Drag the right magnifying glass onto the shuttle bar.
4. When you reach the point at which you want the cue display to end, release the button.

The right end of the shuttle bar now coincides with the point where you released the magnifying glass.

### *Sliding the shuttle bar location*

You can look at audio adjacent to the present shuttle bar location.

1. Click and hold the small box at the base of either magnifying glass.
2. Continue to hold the button and drag the magnifier across the shuttle bar.

The area chosen by the magnifier is shown by the horizontal bar.

3. When you reach the area you want to display, release the button.

## ***Displaying the cue (con't)***



### ***The signal display***

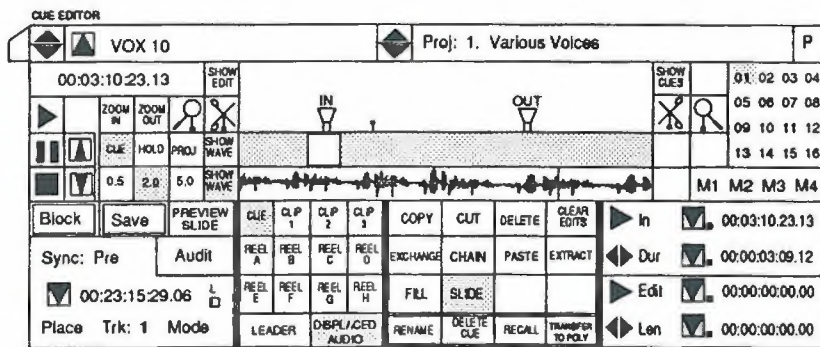
The scan and scrub bars can display an optional **signal display**. This waveform represents the sound on the shuttle bar. In this mode you can visually locate and play a particular area of audio.

- Click the scan or scrub **SHOW WAVE** button to the left of the bars.

It may take a few seconds for the wave to draw.

When you recall a different cue or move the scan or scrub anchor boxes, the scrub signal is redrawn.

- To turn off the signal display, click either lighted **SHOW WAVE** button.



*The Cue Editor panel with a signal display*

## ***Cue playback***

There are many ways to play back individual cues.

## ***Simple cue playback***

Individual cues can be played back from different locations on each panel, but the playback function works the same way.

- Click to play back the entire cue.
- Click and hold to play back until you release the button.

Playing back in this way can be done using any track mode. The cue plays back through the output assigned to the track from which the cue originated.

These two methods work using the cue name on the Cue Directory and Event List Editor panels and the shuttle bar and motion controls of the Cue Editor panel.

## *Playback on the Cue Editor panel*

You can play back the entire cue from the Cue Editor shuttle bar. The playmarker indicates the current playback location.

- Click before the IN icon on the shuttle bar.
- Click in the space between the IN and OUT icons.
- Click in the scan bar (the top bar).

The box moves to the click location and plays the shuttle bar.

- Drag the scan or scrub bar box.

The box scrubs over the cue as you drag.

You can play back a cue using the Cue Editor In and Dur play buttons in the lower right corner of the panel.

- Click the In play button.

The cue plays from the IN time to the OUT time.

- Click the right half of the Dur play button.

Playback begins at the current play marker and continues until you stop.

- Click the left side of the Dur play button.

Playback is backed up two seconds each time you click the button.



*IN and OUT time icons*



*Current playmarker*



*In play button*








*Dur (Out) play button*

## **Cue playback (con't)**

### ***Playback using the motion control buttons***

A set of motion control buttons, located on the far left side of the Cue Editor and Cue Trim panels, are activated by clicking on them.

Button	Icon	Function
Start		Begins playing at the scan bar box location.
Pause/Continue		Pauses and continues cue playback.
Stop		Stops cue playback.
High speed play		Each click doubles the current speed of cue playback.*
Slow speed play		Each click slows the current cue playback speed by one-half.*

\* When moving forward or backward at speeds greater than twice normal speed, the movement can be attenuated by pressing the opposite button.



## The Cue Editor panel

**CUE EDITOR**

VOX 10 Proj: 1. Various Voices P

00:03:10:23.13 SHOW EDIT

IN OUT

0.5 2.0 5.0 SHOW WAVE

Block Save PREVIEW SLIDE

Sync: Pre Audil

00:23:15:29.06 L

Place Trk: 1 Mode

REEL A REEL B REEL C REEL D REEL E REEL F REEL G REEL H

CLIP 1 CLIP 2 CLIP 3

COPY CUT DELETE CLEAR EDITS

EXCHANGE CHAIN PASTE EXTRACT

FILL SLIDE

RENAME DELETE CUE RECALL TRANSFER TO PDLV

In 00:03:10:23.13

Dur 00:00:03:09.12

Edit 00:00:00:00.00

Len 00:00:00:00.00

M1 M2 M3 M4

**CUE TRIM**

ANNOUNCER 001 Overdub outdoors P

In 00:00:12:05.11 2.000 Sync 00:00:11:06.08 01 02 03 04 05 06 07 08

Dur 00:00:23:12.03 2.000 Pre 09 10 11 12 13 14 15 16

Block Save Audil Place: 1 Mode Recall Delete Rename STM

## The Cue Trim panel





**Cue playback  
from the termi-  
nal keyboard**

Function keys on the terminal key-board can be used to automatically select and play a portion of the cue from the Cue Editor panel.

**Locking to a time**

You use the function keys F5–F8 to lock onto an icon and its associated time field. When locked to a cue or edit icon, you temporarily do not have access to the other operations on the Cue Editor panel.

- Press the function key again to lock and unlock an icon.

Button	Time Field	Shuttle Bar Icon
<div>F5</div>	Cue In	
<div>F6</div>	Edit In	
<div>F7</div>	Edit Out	
<div>F8</div>	Cue Out	

## *Playing the cue*

You use the function keys F9–F12 to play the locked cue.

Button	Function
F9	Plays from the selected time.
F10	Toggles between cue playback and cue pause. (If you are dragging the icon, you can only stop playback, you cannot continue.)
F11	Plays to the selected time, starting two seconds before it.
F12	Toggles between scan and scrub modes for cue playback.



Play  
From



Pause



Play  
To



Toggle  
Scan/Scrub